

## The Backrooms

in: [The Main Nine](#), [Cluster I](#), [Dangerous Levels](#), [Levels](#)

English ▼

# Level 2: "Pipe Dreams"

## Survival Difficulty: Class

**2**

» **Unsafe**

» **Secure**

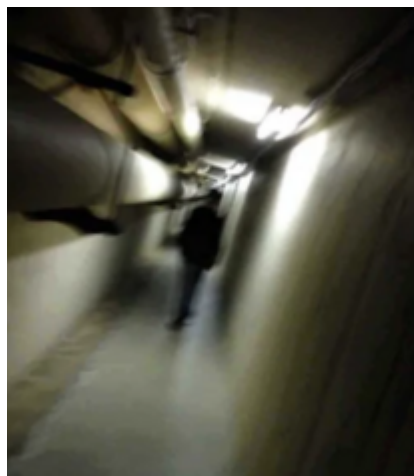
» **Low Entity Count**



**Level 2** is the 3<sup>rd</sup> level of the Backrooms.

## Description

**Level 2** consists of long, dim concrete maintenance hallways with steam pipes lining the walls and ceilings. Doors are rarely found, housing metal shelves, and ventilation ducts. The pipes cause the heat in **Level 2** to reach immense temperatures, reportedly reaching 200 Fahrenheit (93 °C) and higher, boiling any Wanderer alive. It is described as



The first known photo of **Level 2**.

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assumed dead.

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left by other explorers can be found in the metal shelves. Due to the insalubrious conditions found in **Level 2**, roaches and mice are found around the hallways.

Some sections of **Level 2** are completely devoid of light, while some others are only lit up by alternate sources of light, such as flashlights and lamps. A notable humid, musty smell can be found in areas where the pipes exist.

**Level 2** is far more dangerous than Level 1, due to the hazards above and sheer number of entities inhabiting the level. If you come into contact with a creature in this level, it is advised that you should run immediately, as they are incredibly hostile and will kill off most victims.

As one walks in this level, after a few days the pipes will start to go farther and farther in until one cannot walk any further without suffering severe burns. If one persists at this point, the tunnel will close up behind them and they will be cooked alive.

## Entities

Known entities that lurk in **Level 2** are **Facelings**, **Hounds**, **Smilers** and **Scratchers**. Additional entities likely lurk in the level, however.



A supposed image of **Level 2**.

## Entrances and Exits

### Entrances

One of the two the only known way to enter **Level 2** is via a stairwell in **Level 1**. There, one can find an unlocked door that will lead to here.

### Exits

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Despite the

- Entering an office-styled elevator will lead to [Level 4](#).
- Nocliping through a corner will rarely lead to [Level 364](#).

**Backrooms Levels**

**[Expand]**

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